Application or Docket Number

## PATENT APPLICATION FEE DETERMINATION RECORD US P2090A · SOTZ Effective October 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY **OTHER THAN** TYPE (Column 1) (Column 2) OR SMALL ENTITY TOTAL CLAIMS FEE RATE FEE RATE NUMBER FILED NUMBER EXTRA **BASIC FEE** 385.00 BASIC FEE 770.00 FOR TOTAL CHARGEABLE CLAIMS 20 minus 20= XS18= X\$ 9= OR INDEPENDENT CLAIMS minus 3 = X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +290= +145= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 385 TOTAL TOTAL OR **CLAIMS AS AMENDED - PART II** OTHER THAN **SMALL ENTITY** SMALL ENTITY OR (Column 2) (Column 3) (Column 1) HIGHEST CLAIMS ADDI-ADDI-4 REMAINING NUMBER PRESENT TIONAL TIONAL RATE RATE PREVIOUSLY **AMENDMENT** AFTER **EXTRA** FEE FEE PAID FOR **AMENDMENT** Total クロ Minus 20 X\$18= X\$ 9= OR 3 4 Minus independent X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL ADDIT, FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) CLAIMS HIGHEST ADDI-ADDI-0 REMAINING NUMBER PRESENT TIONAL TIONAL RATE RATE ENT **PREVIOUSLY** AFTER **EXTRA** FEE FEE AMENDMENT PAID FOR AMENDM Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL OR ADDIT, FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL **PREVIOUSLY** AMENDMENT **AFTER EXTRA** PAID FOR **AMENOMENT** FEE FEE Total Minus X\$18= X\$ 9= OR Independent Minus X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR \* If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL OR "If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT. FEE ADDIT. FEE \*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.